

WORLD OF DRUIDS



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Welcome to the WowDruid.com Mini Druid Guide!

Playing a Druid in the World of Warcraft is a ton of fun. Included within here are a few tips and bits of information that may be helpful to potential and young Druids out there.



Choosing to Play a Druid

Are you Druid material? The World of Warcraft offers many choices in both race and class when it comes to creating a character. Of them all the Druid class is the most challenging and most rewarding. Above all else you'll never get bored playing a Druid...you've essentially got 3 or 4 different playing styles all wrapped up into one.

With the Druid you have the ability to play and fill several roles within the game. The tired expression "Druid: jack of all trades - master of none" is both outdated and inaccurate. As the class continues to grow and change the modern Druid, especially with the addition of the Cataclysm Expansion, is a major force to be reckoned with. Gone are the days when Druids were laughed at and ignored as a serious threat. The era of the Druid is upon us and more and more players are looking to take advantage of this previously undervalued class. Resto Druids are a healing force, Ferals are considered a viable Tanking option and Moonkin are topping some damage charts. The Druid has officially arrived.

The very thing that makes the Druid such a fun class to play is the same thing that makes it hard to learn; versatility. While most classes in World of Warcraft typically will have one job or role to fill in the game the Druid has several. In a situation where the warrior has only tanking to worry about, or the mage only damage, the Druid may play the part of damage dealer, spell caster, healer, and crowd controller all at the same time. Learning how to play a Druid really well involves patience, moment to moment situational assessment, the ability to prioritize tasks on the fly and the ability to be in the right Form, at the right place, at the right time. Anyone can play a Druid poorly, it takes dedication to play one really well!

Druid Classes



As of the Cataclysm expansion there are now four races that you can choose for your Druid character: two on Alliance and two on Horde. Each race offers a different starting area, some unique questing opportunities and very specific Racial Abilities that will help you along the way. The choice is yours...

Alliance - Night Elf Racial Abilities

Shadowmeld: Allows the Druid to become invisible. This works while standing still and can be a big advantage in PvP play. Keep in mind, however, that other Druids in Cat Form and Rogues can still find you sometimes.

Wisp Spirit: It's a rough game and, like it or not, you're going to get killed now and then. The Wisp Spirit ability allows your spirit to move very quickly from a graveyard back to your corpse. This can really save some time especially when you're getting your butt kicked out questing.

Nature Resistance: Keeping in line with the Lore of the Night Elf they have a higher natural resistance to Nature Based spells.

Quickness: The less damaging attacks that hit you the better, right? The Quickness ability gives you a slightly better than average chance of avoiding melee and ranged attack.

Alliance - Worgen Racial Abilities

Running Wild: This ability allows you to drop to all fours and, well, run like crazy. Takes care of the need to purchase a mount...you can keep up all on your own.

Aberration: Curses and diseases can take you down faster than direct damage if you're not careful. This ability reduces the duration of these harmful effects.



Darkflight: This is sort of like a dash ability allowing you to sprint for a short period.

Two Forms: The ability to switch between human and Werewolf Form whenever you please.



Horde - Troll Racial Abilities

Berserking: The Troll go into a rage which increases attack and spell casting speed for a short time. Very nice for Feral and Balance builds. When a Troll goes Berserk people get hurt!

Da Voodoo Shuffle: Getting slowed really stinks and this ability lets the Troll be a bit less effected by movement impairing effects.

Regeneration: Trolls are constantly healing themselves, even when in combat. More health is always a good thing and this can give you that extra second to win the fight.

Horde - Tauren Racial Abilities

War Stomp: The Tauren can stomp the ground and stun nearby enemies for a short time. When used well this can be a very effective combat aid.

Nature Resistance: Like the Night Elf the Tauren have a natural resistance to Nature based magic.

Endurance: Tauren are big and nasty. This ability grants a boost to their base health levels. This ability makes the Tauren that much harder to take down.

Cultivation: Herbalism can be a very powerful skill and no one gathers herbs faster than the Tauren.

So what is the "Best" race to play for a Druid? It's up to you. Don't be afraid to try out a couple of them and get a feel for which Race best fits your playing style.



On the Alliance Side the Night Elf is going to be a bit more graceful and sneaky while the Worgen a bit grittier.....they are Werewolves after all. For the Horde your Tauren Druid will be a bit harder to take down while the Troll can really dish out some hurt when needed.

You've got multiple character slots for a reason...make a few druids of different races and see what you think. Play around...have some fun!

Druid Leveling for the New Player

If this is your very first Druid, and maybe your first toon ever, in World of Warcraft it's very possible you're considering leveling Feral Forms regardless of your chosen Talent Tree. This is the typical approach that most new Druids take as the Bear form offers some much needed protection for the young Druid and Cat lets you shred up those mobs quickly. If you'd like to have a high level Feral then this is a great plan. If you are thinking of going Balance or Resto, however, I'd suggest you take you lumps and level as a caster. Here's why...

When first starting out I wanted to make a Balance Druid but found it pretty tough to level as a caster. I kept dying a lot, it was hard to get groups and it was frustrating. So I did what a lot of young Druids do...I started playing in Bear/Cat form. It was easier and faster. I died less. Great, right? Well not really. As I got higher in level I wanted to get more into the Balance side of the character. What I found was I really, really stank at it. My spell use was way off, timing non-existent and it was difficult to get out of the Bear/Cat playing style. The two Talent Trees offer very different styles of play to the point where I felt like I was starting over. It took me a long time to get proficient in a caster role.

Now with Dual Spec you have some options here but I'd highly suggest that if you know what style of Druid you want to play you start off in that spec and stick with it. Along the way you're going to learn the basics of the other two styles but you want to really know how to play your chosen spec well. Plus you're pretty much stuck with the benefits from your chosen line for the first part of your life. Leveling in Balance "mode" is not easy compared to always using Feral Forms but the experience and practice is well worth the frustration at the higher levels. If you can make your way in the world as a young, weak and squishy Balance you're going to be a wrecking ball once you "grow up!"

Speed Leveling

If you're an old hand at WoW just starting a Druid as an Alt, or to try out the new Worgen Race, you might want to get through the lower levels as quickly as possible. If you want to bang out these lower levels and get into some of that higher end content check out [Druid Cataclysm Leveling Tips](#) for the fastest way from Level 1 up into the 80's. Have fun out there!

Druids in Solo Play

On the solo hunting side the Druid is a master. With the ability to "do it all" from damage to crowd control to healing the Druid can be a one man killing machine. In fact, I'd argue that because Druids were such an undervalued class in the past is the reason why there are so many top notch and high level Druids running around today. When Druids were once forced to hunt on their own (no one wanted to group with them!) they honed their skills in the wild. The players that could not play a Druid well solo eventually quit the class. With tons of practice at killing mobs and keeping themselves alive those young Druids that made it are now the masters running top end Raids, high end Arena teams and causing havoc in battleground like Warsong Gulch, Alterac Valley and more.

The ability to self-heal on the run, stealth into areas that "normal" players could not access, crowd control mobs and learn the fine balance of DoT (Damage over Time) spells vs. DD (Direct Damage) spells gives the Druid player a huge confidence boost in later play. When other of classes pretty much require an additional player or two to fill certain roles (like healing, for example) they can miss out on the adventure and skills practice.

Druids in Group Play

In a group situation, be it casually grouping for quests, running in the battlegrounds or running dungeons and instances, you'll need to be open to what the group needs. While many classes can only fill one "slot" in a group you, as a Druid, are in a situation where you can change roles in an instant.

Typically you'll have a main role to fill usually dictated by your chosen Talent Tree (Balance, Feral or Resto). Dual Spec has added some more flexibility to this. Consider this your "primary" role. If you're a Boomkin then DPS (damage per second) is your first priority, for example. If you're spec'd as Restoration the primary duty will be keeping everyone alive (and rezzing them when they die) for the duration of the event.

Will you be a healer keeping those around you in the fight? What about a tank or melee role romping around in Bear or Cat Form? How about a spell casting Balance Druid dropping spells all about you and leaving a trail of waste and destruction? The answer is you'll probably be all three, and more. If your main tank goes down you may need to pop into Bear and stabilize the situation while the priest resurrects the main Tank, or if your groups mage gets wacked you may flip over into Moonkin and start dealing damage with offensive spells. If the priest gets into trouble you may need to switch your attention again and either help him heal out of the situation or, more often than not, resurrect the priest yourself. The good Druid will constantly be on the move, switching in and out of Forms on the fly and filling in the gaps the instant they appear.

At the same time never forget your primary role in the group. A solid group is made up typically of a Tank that holds the attention of the mobs, ranged damage dealers and a healer. Ideally all the mobs will attack the Tank, the ranged damage dealers will focus on killing the mobs and the healer tries to keep the tank alive. Of course most battle plans fall apart the second you make contact with the enemy, however you've got to have a plan. When you must flip roles be sure to accomplish the task (for example rezzing the Priest or Tanking for a moment) and then get back to your primary role as quickly as you can.

Druid Forms

The backbone of the Druid class in World of Warcraft is the ability to change Forms, or shape shift. Each different Druid Form offers its strengths and weaknesses to the player which will be used depending on the situation the player find themselves in. Not all Druids will have access to all possible Druid Forms. Depending on the build, or spec, a player chooses dictates what Druid Forms they will have available to them.

The Druid Forms that are available are as follows:

Humanoid Form - also called Caster Form this is your base Night Elf, Worgen, Troll or Tauren Form.

Bear Form - this is the Druids warrior-tank Form that comes with a big armor boost. (You may come across references to "Dire Bear Form" however this has been dropped as of Cataclysm and the benefits will scale with regular Bear Form.)

Aquatic Form - very handy Form that increases your swim speed significantly and allows you to breathe underwater. This can only, obviously, be used in water.

Cat Form - one of two feline Forms Cat Form is the Druids rogue-like Form. The ability to do significant melee damage and use stealth makes this Form very dangerous.

Travel Form - the second feline Form with the look of a cheetah this Form will increase the Druids running speed by a great deal. Travel Form can only be used outside and can really speed up getting from point A to point B.

Tree of Life Form - this Form is only available to those who invest heavily in the Restoration Talent Tree. While your movement speed is reduced in this Druid Form you will gain many benefits and enhancements to your healing abilities.

Moonkin Form - Also called "Boomkin" this Form is only open to those who invest deeply into the Balance Talent Tree. This Form restricts the types of spells that can be cast while increasing the spell casting and spell damage abilities of the Druid. While in this Form those in your group will gain some beneficial perks as well.

Flight Form - very handy Form that allows you to transform into a bird greatly increasing your travel speed and mobility.

(There are some races, such as the Worgen, that offer additional forms or Aspects however these are not considered "Druid Forms." Just FYI...)

The biggest hurdle Druids have to get past is learning to smoothly switch from Form to Form as the situation dictates. Don't get "stuck" just playing in one Form...learn to flip on the fly!

Druid Form Benefits

Beyond the specific benefits of each individual Druid Form there are three blanket benefits to all of them in general.

First of all while in any Form besides the base humanoid Form (Night Elf or Tauren) the Druid is immune to polymorph effects (such as the Mage Sheep spell).

Secondly, the Druid Forms are not considered a spell in the game and therefore cannot be dispelled. Image if someone could dispel you in Flight Form? Not good.

And last but most defiantly not least, by simply changing from one Form to another the Druid is able to break certain spell effects. For example if a Druid is polymorphed (damn you Mages!) while in humanoid Form simply shape shifting into a different Form, Bear for example, breaks that polymorph. Also, most movement impairing (like hamstring and Ice) and roots style spells can be broken by shape shifting as well. This simple sounding benefit can be a huge advantage to the well played Druid. It is not uncommon, during the course of a battle, to see Druids fluidly shifting Forms to combat or counteract certain hostile spell effects. Druids are notoriously difficult to stop!

Like many things in the World of Warcraft what is considered strength one moment is a weakness the next. When in most of the Druid Forms the Druid is considered a beast and must suffer the restrictions and weaknesses of that classification while in that Form. A few things to keep in mind is that Beasts can be affected by specific spells and effects, such as Hibernation, mana regeneration is slowed a small amount and the benefits from weapons and armor can be modified, reduced or removed.

The subtle differences in strength vs weakness between the Druid Forms may seem insignificant to the beginner however within those seemingly minor variations lies the vast power of the Druid class. The Druid is easily the most difficult class in the game to play well however a well played Druid is easily the most effective and dangerous class in the game!

Druid Weapons

Druids and weapons. Where to start? Let's do an overview and go from there.

Druids in the World of Warcraft are able to use six different styles of weapons. These are a two handed Staff, one handed Mace, two handed Mace, Dagger, Fist Weapons and Polearms.

Druids may not use a shield nor can they dual wield (use two weapons at a time) however Druids can use items that are held in the "off hand."

The trick comes in when you start to consider what sort of weapons to use and in what Forms those weapons will be effective. For example, when in Bear, Dire Bear or Cat Forms your Druid will not be "using" your weapons in combat, your Druid will be hitting your opponent with claws and teeth. This means that while any stat increases you gain from the weapon will be in effect many other effects will not, such as some weapon procs. Now, in other Forms such as Moonkin and Tree of Life Form, you can use weapons to their full effect.

What weapons you strive to obtain either through drops, buying them at the auction house, quest or Raid rewards will depend a great deal on your Druid build and your style of play. If you spend most of your time tanking in Bear it makes more sense to get weapons high in stat increases. If you are pure Balance or Restoration it may be worth looking into a weapon with a specific proc if your play style would take advantage of it. Fitting weapons to playing style is important especially when you get up in level and start dealing in some of the higher end Raiding instances.

Two Handed Weapon or One Handed?

A common question is on the choice between a two handed weapon such as a staff and a one handed weapon and an "off hand" item. Which is best? The answer depends totally on your goals for the character and the Druid build you have put together. It really comes down to math on most occasions. Trying to decide between a nice 2 handed weapon and a nice set of one handed plus an offhand item? Literally figure out the total gain your Druid would get from the two handed weapon and the total gain from both the one handed weapon and the offhand item. Which serves your Druid best?

An interesting thing comes up with weapon choice that make little practical sense in the game: the "cool" factor. Many times I've seen Druids running around with a big flashy, glowing, spinning, sparkly two handed weapon that really does not benefit their Druid build and only benefits the "look" of their character. Had they chosen the alternative two piece set they would have a more effective Druid. No matter how cool your weapon looks if your Druid can't deliver when it counts you'll be in trouble.

Druid PvP

In the not too distant past Druids were considered little threat in most Forms of Player vs Player. Many a time on entering a battleground I'd hear the groans and mumbling. My, how times have changed.

It's well known that it's difficult to learn to play a Druid well. It's also well known that a well played Druid is the one of the most dangerous things in modern (post Wrath of the Lich King and into Cataclysm) PvP. Your personal style of PvP Druid battle will depend greatly on your Druid build, your gear and your style of play. Here are just a few tips I've learned playing a few years of PvP with a Balance Druid and if you're really into kicking ass in PvP check out [The PvP Bible](#) for a "must read" on how to dominate, rack up Honor and get that top end gear!

1) The Druid is one of the few classes that have the ability to conceal their true colors, and even themselves, from the enemy before the real battle begins. Don't give away your Druid build before you need to. If you're on offence don't flip into Bear, Cat, Moonkin or Tree of Life Form until necessary. If they see you approaching in Moonkin or Tree Form they know what to expect, know your weaknesses and how to exploit them. Get up on the action in humanoid Form (Night Elf, Worgen, Troll or Tauren), assess the situation and then flip into Form. No reason to give the enemy any more information than necessary, right? The use of the Cat Form Prowl ability is handy on both offence and defense. I see many Druids forget to use this ability to their advantage. The benefits of surprise are just as important in PvP as in real battle. Take advantage of it!

2) The Druid is not necessarily the best class to be the "on point" in a PvP battle situation unless you are specifically pointed out in the Feral Talent Tree and have a nice set of tanking gear. To take full advantage of everything the class has to offer put yourself in a situation where you will be able to fill in the "gaps" as they appear. By gaps I mean the holes in your group caused by death, location or skill level. On offence, for example, if you see your group's healer is out of position, overwhelmed or dead on the ground, you can quickly assume the role of healer where needed. As the battle progresses you may see the need to slow the enemy with roots or cyclone spells. If the need for speed presents itself, for example in a flag running battle ground, flip into Travel Form and tear up the field. Nobody can chase down a target on the fly, or run a flag, like a Druid!

3) Many PvP battles in World of Warcraft are sudden, intense and violent encounters. Very often, however, if a player can sustain the initial onslaught of damage they have a good chance of obtaining the goal of that battle. One thing I've learned to do is this: be liberal with HOT spells. By HOT, of course, I mean Heal over Time and these are some of the handiest PvP spells around. Your group members will thank you, your main healer will thank you and it will drive your enemy's nuts (which is always good!). When you, or your group members, are approaching battle either on offence or defense pop a HOT or two on yourself and those around you. Don't wait until you're in the battle, go ahead and cast these spells ahead of time by a few seconds, on the fly.

4) Area of Effect Madness! The Druid continues to grow in the realm of Area of Effect (AoE) spell casting. With spells like Hurricane, Starfall, Typhoon, Treants (sort of) and now Exploding Mushrooms we have the ability to cause damage to many enemies at once. This can have a massive positive effect in many PvP Battlegrounds. When both attacking and defending flags or nodes you can quickly drain the life from a group allowing others on your team to take them down quickly. Become a master at AoE and watch your damage and kill numbers skyrocket.

The topic of Druids and PvP is a big one, far larger than I can cover here. The one thing I will leave you with is this. Don't give it up. It will be frustrating and irritating. You may want to quit after getting stomped for the tenth time in a row but keep at it. With practice and some guidance your PvP skills will increase very quickly and your Druid will thank you! To learn more about Druid PvP check out [this link](#).

Playing the Balance Druid Build

"Why in the world would you waste your time running a Balance Druid? Why not just roll a mage?" I was asked one day while waiting for an Alterac Valley Battleground to begin. This was not the first time I'd been asked this question and I'm sure it won't be the last. These folks simply don't know enough about the class to understand, and that's just fine by me.

The first Druid I ever made I built as a Feral, of course, and eventually after many re-spec's he ended up as an almost pure Balance Build. Once I got the hang of this Druid build I've never looked back. The whole Mage vs. Balance Druid discussion usually boils down to this: The mage can hit harder and faster and in many cases this is true. However, in my opinion, the Balance Druid is far more fun to play and, as a whole, a more advantageous class to have around.

Everyone plays their characters differently depending on their personal style and that's what makes World of Warcraft so much fun and wildly addictive. There are tons of variations and you never really know what's going to happen next.

As a Balance Druid you've got a couple of "staple" spells you'll use a great deal. Wrath is your bread and butter. Anything you can do to lower the cast time and extend the range of this "go-to" spell, including talent points and certain gear, is critical. As you rise in level and gain advanced Balance Tree talents this handy little spell can really do some massive damage. You'll have many other damage spells in your book but Wrath is going to be one of the most used.

Solar Rotation and Lunar Rotation

The new Balance Druid can run into some confusion when it comes to Solar Rotations and Lunar Rotations. There is that little bar at the top of your screen with a tiny arrow that has a sun on one side and a moon on the other. What the heck is that for? It all has to do with spell rotation and higher damage.

Very basically it's this. If you cast a ton of Wrath spells in a row you'll proc into Lunar Rotation. Once you're in a Lunar Rotation you'll get a big damage boost with your Starfire spell and some other benefits as well. If you cast a ton of Starfire spells in a row you'll proc into a Solar Rotation which gives your Wrath a damage boost and some other benefits as well.

As you cast you are always going to be trending toward one rotation or the other. The little arrow is going to point at the symbol of the rotation your heading towards.

Now the next question is, "What is better? Solar or Lunar?" and like most everything else in WoW it depends. It depends on your gear and your stats and honestly which one you like more. Solar Rotation tends to do better for those with a high Crit while Lunar tends to do better for those with a high Haste. Best thing to do is play around with it a bit. See which one hits harder for your toon and try to bend your gear towards the best results.

Druid Crowd Control

Your root and crowd control spells are going to get a lot of use as well. Either solo hunting or running in a group the ability to slow, stop or control the enemy is priceless. Learn the strengths and weaknesses of each of these spells and be prepared to use the correct spell at the proper time!

Consider your Roots and Instant Grasp spells as the starting "go-to" toolbox of CC. Roots is a cast spell that entangles your opponent stopping them in their tracks. Instant Grasp is a self-cast spell that procs when you are hit. Keep in mind that your enemy can still attack you with ranged melee and spells.

Don't forget about Hibernate! This often ignored spell is very powerful for beasts *and for other Druids!* Remember that a Druid in animal form is considered a Beast and subject to all the restrictions that go along with it...including being affected by Hibernate!

Once you get Cyclone you'll be able to take someone totally out of action for long enough to get a heal or two off or warm up a Starfire. We also get a silence type spell, Solar Beam, which interrupts your enemy and silences everyone in 5 yards. A silenced caster type is pretty useless, right?

There are Glyphs that will enhance your CC ability, there is one that adds a slow component to your Hurricane spell for example, that you should seriously consider.

Bring out the Boomkin!

Once you have invested enough of your Talent Points in the Balance Tree of the Druid build you will be able to assume Moonkin Form. This is when your Balance Druid gets really fun! The Moonkin looks like a

large, angry, fat bear, with a beak and some dreadlocks on its shoulders. There are several nice benefits to the Moonkin Form including vastly increased armor (and spells to increase it further), increased spell damage and critical spell strike percentage and Moonkin Aura. The Moonkin Aura gives additional benefits to those around you. You deal more damage, your group deals more damage and everyone is happy! (To really learn how to run your Moonkin check around online for tips and tricks and check out some of the better Druid Guides out there you'll be glad you did!)

A few more benefits of Moonkin Form is the ability to use and benefit from your weapons and use potions while in the Form. The only other Form where this is possible is the Tree of Life Form from the Restoration Talent Tree.

The Moonkin, like so many other things in the World of Warcraft, has its own set of nicknames some good and some bad. The term "Boomkin" generally refers to a higher level Balance Druid that can deal a lot of damage with their offensive spells. The increase in availability of solid tanking gear has spawned the terms "Panzerkin" and "Shermkin" have come into play when discussing a Moonkin that can tank exceptionally well (Panzer and Sherman are names of tanks from World War II). On the negative side we've got "Oomkin" for a Druid with poor mana regeneration skills ("oom" is short hand for 'out of mana') and "Noobkin" when talking about an inexperienced or newly minted Moonkin.

Long story short: Leveling and playing a Balance Druid is hard to learn and very hard to master but it's well worth the challenge. At the higher levels, if you stick with the Balance Tree and learn to play it well, you will be a force to be reckoned with. Don't listen to the ignorant and the uninformed. Don't quit, keep at it and join the ranks of the Moonkin!

Playing a Feral Druid

The Feral tree of the Druid class offers the player the ability to fulfill both Tanking and Melee roles. In Bear Form the Druid makes a formidable main Tank or off-Tank and is very similar to the Warrior class. The ability to both hold a ton of aggro and absorb a ton of damage makes Bear Form pretty powerful. This is useful in some Battlegrounds as well when running flags and defending nodes.

Secondly we have Cat Form. This is akin to a Rogue setup which offers stealth ability, stunning/bleeding ability and allows the player to deal a ton of melee damage in a very short amount of time. Not nearly as armored as Bear Form this is not a Tanking Form but great for high DPS (damage per second) situations.

If you like being right in the front of the fight and at the center of things, or sneaking in behind an opponent to jump him by surprise then Feral might be for you.

Benefits to playing a Feral setup are that you not only get Tanking and DPS ability close to a Warrior but you still get the healing and CC (crowd control) benefits of the Druid. Win – Win!

Playing a Restoration Druid

Everyone loves to have a Resto around. Sometimes called the “Leafy Goodness” or “Broccoli Man” having a solid healer around can literally save the day and turn the tide of a losing battle. The Resto Form is very similar to a Priest in playing style. The Resto’s job is to keep everyone alive during a fight and, failing that, bring dead players back to life so they can get back in to the fray. Think of Resto like the teams Medic. A wide array of healing spells and abilities are available and those that learn to play this form well are more than welcome in pretty much any group...especially at the higher levels.

Benefits of playing a Resto are many including a very high survivability factor. Really don’t like dying? Resto might be your bag. Plus, as a healer, you’re going to make a ton of friends and probably get more Guild Invites than the average Joe.

More Druid Information

As the Druid Class becomes more powerful there are a ton of additional resources out there...

[World of Warcraft](#) – the Official website of WoW.

[Cataclysm Leveling Guide](#) – learn the fastest way to level your Druid to Level 85 in Cataclysm!

[Druid Reputation Guide](#) – take advantage of Faction Rep for high end gear, mounts and rewards.

[Druid PvP Bible](#) – Druids can dominate PvP for super high end gear and special PvP-only rewards.

[Gold Making Guide](#) – Druids are very gear dependant and that takes gold. Learn to make it fast!

[WoWDruid.com](#) – Stop by and say hello!

[WoWHead.com](#) – an amazing source of information on quests, NPC’s and items.

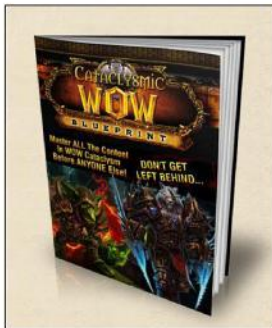
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I hope you’ve been able to get something out of this little guide that might help you enjoy playing your Druid a bit more. As the World of Warcraft continues to change and grow I feel the Druid Class will continue to evolve in a positive direction. Playing a Druid is not for everyone however it is a heck of a rewarding ride! Thanks for your time and have fun!

WP Kelly - [WowDruid.com](#)

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